

EA
SPORTS™

FIFA

2001



MAJOR LEAGUE SOCCER™



BASIC CONTROL SUMMARY

	SIDEWINDER™PRO	GRAVIS GAMEPAD™ PRO	KEYBOARD
OFFENSE			
Movement	D-Pad	D-Pad	
Pass	B	Button 4	
Shoot	C	Button 3	
Sprint	Y	Button 2	
DEFENSE			
Change Player	B	Button 4	
Conservative Tackle	C	Button 3	
Aggressive Tackle	A	Button 1	
Sprint	Y	Button 2	
Pause Game	START	START	



NOTE: In addition to these basic moves, *FIFA 2001 Major League Soccer™* includes many other enhanced control features that can help change the outcome of any game. For more detailed information about gameplay controls, ➤ *Complete Game Controls* on p. 3.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



For more info about *FIFA 2001 Major League Soccer™* and other titles, check out EA SPORTS™ on the web at www.easports.com.

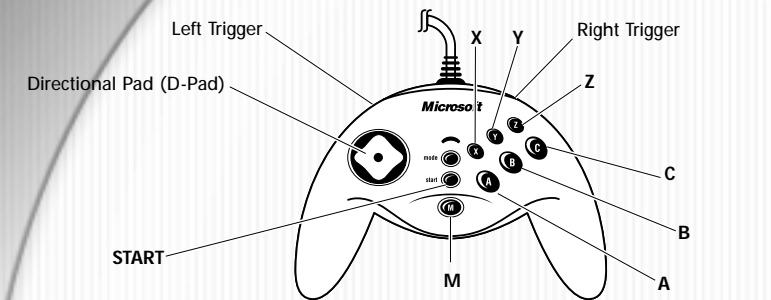


NOTE: See enclosed Install Guide for Technical Support information.

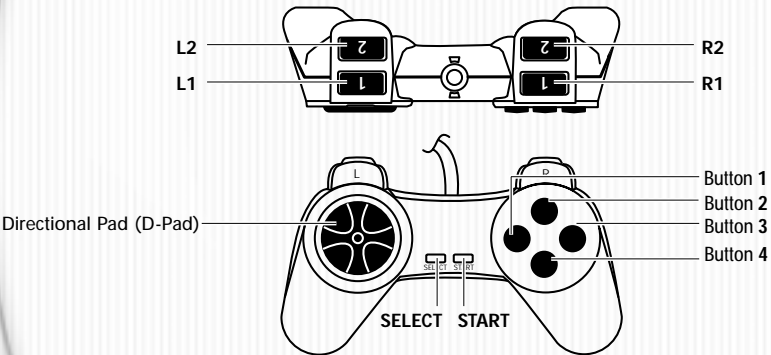
COMMAND REFERENCE

You can navigate *FIFA 2001 Major League Soccer* menus using the keyboard, mouse, or a Windows® 95 or Windows 98 supported controller. This section catalogs the controls for *FIFA 2001 Major League Soccer* menu navigation and gameplay.

SIDEWINDER



GAMEPAD PRO



CONVERSION TABLE

NOTE: This manual uses Microsoft® SideWinder™ controls as default. Use this table to convert documented key presses to your particular method of control.

SIDEWINDER	GAMEPAD PRO	KEYBOARD
D-Pad	D-Pad	← → ↑ ↓
A	Button 1	[A]
B	Button 4	[S]
C	Button 3	[D]
X	Button 2	[Q]
Y	L1	[W]
Z	R1	[E]
Left Trigger	L2	Left shift or [CONTROL]
Right Trigger	R2	[O] (num pad)
M	SELECT	Spacebar
START	START	[ESC]

COMPLETE GAME CONTROLS

BASIC CONTROLS

MENU CONTROLS	MOUSE
Highlight menu item	Move mouse
Cycle/toggle highlighted item	Left-click
Highlight command button	Move mouse
Activate highlighted command button	Left-click

GENERAL GAMEPLAY

Move player	D-Pad
Pause game	START
Quit game	Select QUIT MATCH from the Pause menu

OFFENSE

Shoot (D-Pad to aim shot)	C
Speed burst	Tap Y (Each tap gives the player a short burst of speed)
Pass (use D-Pad to indicate receiver)	B
Lob (send an aerial pass to a player down field)	A
Through pass	X
Hurdle	Left trigger
Shielding	Z
360 Spin	Right trigger

DEFENSE

Conservative Tackle	C
Speed burst	Tap Y (Each tap gives the player a short burst of speed)
Switch player	B
Aggressive tackle (The player attempts to slide tackle the ball away from an opponent)	A

❖ Using speed burst tires players.



EA TIP: Swap control to the player closest to the ball. Watch for the control highlight that appears under the closest player. Practice switching players to get the hang of controlling your team.

CONTROL HIGHLIGHTS

CONTROLLED PLAYER



With Ball



Without ball

PASS POTENTIAL INDICATOR



Points to potential receiver of a pass: red = blocked, green = open

IN DEAD BALL SITUATIONS

Use these controls in the following dead ball situations: Throw-In, Free Kick, Corner Kick, Goal Kick, and Drop Kick.

WHEN YOU HAVE THE BALL

Move target	D-Pad
Take kick/Throw ball (The longer you hold the button, the more power there is behind your kick/throw)	B
Icon attack	A, Y, or C
Add ballspin left/right	Left/Right Trigger (Hold)
Select Set Piece	M

WHEN YOU ARE DEFENDING

Move player	D-Pad
Switch player	B
Icon defend	A, Y, or C

PENALTY KICK

KICKER

Target Shot	D-Pad
Switch kicking side	A
Switch player (Not available in Penalty Kick Shoot-out)	B
Shot (Use D-Pad to aim shot)	C



GOALIE

Move along line/Choose direction of save	D-Pad
Attempt Save	A, B, or C

INTERMEDIATE CONTROLS

After you've mastered the basic controls, move on to these controls to take your game to the next level.

SHOOTING

To target different areas of the net, D-Pad  to shoot high. D-Pad  to drive a low hard shot into the net.

THE SHOOTING POWER METER

- ❖ When the shot button is pressed, a power meter appears. This fills up as the button is held down, increasing the power of the shot.
- ❖ You should release the shot *before* the meter fills completely. If the meter turns red, you've overpowered the shot (making it less accurate).

PASSING

Through Pass	X
---------------------	----------



EA TIP: A hard tackle often draws the attention of the referee and may even injure the opposing player. Only use the hard tackle as a last resort in desperate situations. To perform a hard tackle, press **Z**.

SHIELDING

Shielding	Hold Z
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- ❖ Use this move to have your player protect the ball from an incoming tackler or when receiving a pass in a crowd of players.

GOALIE CONTROL

Goalie charge	Hold X
Drop the ball	X
Drop kick	B or C
Throw out	A

- ❖ If the ball has gone out of play, your goalkeeper must take a goal kick.

HEADING

Header on goal	Tap C
Head the ball to a teammate's head	Tap A
Head the ball to a teammate's feet	Tap B



EA TIP: The earlier you attempt a header the better it is - use the D-Pad to pick a receiver. If you're heading on goal, use the D-Pad to target a specific area within the net.

VOLLEYING

Volley or Bicycle Kick Shot	Double tap C
Volley to a teammate's head	Double tap A
Volley to a teammate's feet	Double tap B



EA TIP: Volleying requires more time and space than heading - remember, a header connects with an airborne ball before a volley but a successful volley has far more power behind it.

ADVANCED CONTROLS

Master these commands and the field is yours to control.

ONE TOUCH TECHNIQUES – tap the appropriate button while the ball is loose or being passed to perform the following moves:

ONE TOUCH TECHNIQUES

One-timer lob	Press A
One-timer pass	Press B
One-timer through pass	Press X
One-timer shot	Press C

❖ You can power up One Touch Shots as you would normal shots (► *Shooting* on p. 6).

SPECIAL SHOOTING TECHNIQUES

Side-foot shot	Press B
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❖ Press this button in the opposing 18 yd box when there are no pass or lob targets.

SKILL MOVES

To activate Skill Moves, tap or hold the following buttons.

BUTTON	TAP	HOLD
Left trigger	Hurdle	Double Stepper
Right trigger	360 Spin	Flickover

SHIELDING SKILL MOVES

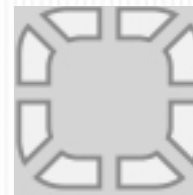
❖ When you're protecting the ball, you've still got a couple of skill moves at your disposal.

Dive	Tap X
Lateral	Tap Left trigger
180 Spin Exit	Tap Right trigger

IN-GAME TACTICS (IGT)

To activate In-Game Tactics, press the following buttons when the opposing team has possession of the ball.

TACTIC INDICATOR CONTROL HIGHLIGHT



Any player affected by an IGT has a control highlight beneath him for the duration the tactic is active.

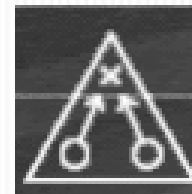
❖ IGTs can only be activated when the opposing team has the ball.



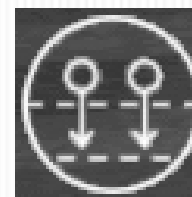
NOTE: These moves are unavailable to players using 2- or 4-button controllers

IN-GAME	SIDEWINDER	GAMEPAD PRO	KEYBOARD
Attacking press	Left trigger	L2	(Num pad)
Offside Trap	Right trigger	L1	Left SHIFT

ATTACKING PRESS



OFFSIDE TRAP



IN GAME MANAGEMENT (IGM)



NOTE: In Game Management is unavailable to players using 2 or 4 button controllers

IN-GAME MANAGEMENT	SIDEWINDER	GAMEPAD PRO	KEYBOARD
Toggle IGM	M	SELECT	SPACEBAR

Change a team's formation and strategy during play to one of 3 settings you've created (IGM #1-IGM #3). Once you press a button to activate a formation and strategy that setting remains until another is activated or a new game is started.

To program custom In Game Management settings for formation and strategy:

1. Select TEAM MANAGEMENT from the Pause Menu, then select In Game Management.
 2. You can select Formation and Strategy for each of IGM 1, 2, and 3.
 3. Modify the settings to your preference.
- ❖ Your team starts the game with IGM#1 active.

SET PIECES

Set Pieces are pre-arranged tactical plays that a soccer team uses in dead ball situations such as Free Kicks, Corner Kicks and Throw-ins. In *FIFA 2001 Major League Soccer*, three players are highlighted with Icon Attack icons and perform special runs when the specific Set Piece begins.

The Attack icons are numbered 1-3. Select the player you wish to kick or throw the ball to by pressing the corresponding button from the table below on your controller.

IN-GAME MANAGEMENT	SIDEWINDER	GAMEPAD PRO	KEYBOARD
Toggle Set Pieces	M	SELECT	SPACEBAR
Icon 1	A	Button 1	A
Icon 2	Y	Button 2	W
Icon 3	C	Button 3	D

To change Set Pieces during a match:

1. Press the **M** button to activate the Set Piece countdown. When the Set Piece indicator stops flashing and goes solid, the Set Piece begins.
2. Now choose a player using the Icon Attack buttons.

To defend against a Set Piece:

- ⇒ When the Set Piece begins, choose an opposing player to double team using the Icon Defend buttons. But be careful – picking the wrong player can leave your defense dangerously exposed!

❖ Set Pieces are not available for goal kicks.

PAUSE MENU

Press **START** during a game to access the Pause menu.

RESUME GAME

Go back to the pitch.

INSTANT REPLAY

View a replay of the last goal. (► *Instant Replay* p. 17)

CAMERAS

Select CAMERAS from the Pause menu during a match to adjust the height and zoom of each in-game camera and to fine-tune your view of the action.

To customize a camera view:

- ⇒ From the Pause menu, highlight and select CAMERA.
- ⇒ Select each camera in turn and use the slider bars to adjust the height and zoom of each.

TEAM MANAGEMENT

Make substitutions or adjust your strategy. (► *In Game Management* p. 10)

SIDE SELECT

Choose which team you want to control.

OPTIONS

Tune gameplay, audio, and visual options (► *Options* p. 18)

GAME STATS

Compare your team's performance to the opposing team's.

SCORE SUMMARY

Look up who scored and when.

CARDING SUMMARY

How many cards (if any) your players have been given in the game.



NOTE: Keep a watchful eye on your cards. If a player receives two yellow cards in a single game, he is sent off the field and your team will play a man down.

RESTART GAME

Restart the game.

QUIT GAME

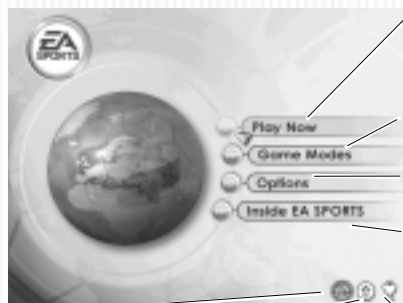
Exit game and return to previous screen.

EXIT TO WINDOWS

Exit all the way back to your desktop.

SETTING UP THE GAME

Select a mode of play, set options, edit teams or load a saved game. The Main Menu appears whenever the game is launched.



Select this option to access EA SPORTS' World of Soccer on the World Wide Web

Load customized database settings and Game Options (► *Options* p. 18)

Quit FIFA 2001 *Major League Soccer* and return to Windows

PLAY NOW: Head straight for the Pitch to begin a Exhibition game (► *Quick Start* below)

Access the Game Modes screen (► p. 13)

Access the Options screen to adjust a variety of settings (► *Options* on p. 18)

View the game's credits and a watch a preview of other upcoming titles from EA SPORTS

GAME MODES

Select a mode of play, set options, customize teams or load a saved game.



Select this option to connect to opponents over the Internet using EA's Matchmaker service or Direct IP-IP connection. You can also set up or join a Multiplayer game over LAN, modem or serial cable (► *Multiplayer* on p. 18)

Load and view a previously saved replay (► *Saving and Loading* on p. 18)

Select this option to customize teams and players, and trade players (► *Customize* on p. 15)

Access the Team Management screens to make adjustments to a Team's Starting Lineup, Formations & Strategy, and to assign Kick Takers (► *Team Management* on p. 16)

Load Settings (► *Options* on p. 18)

Set various game options (► *Options* on p. 18)

Set up an Exhibition game (► below)

Guide the Team of your choosing through a full Season (► below)

Take part in one of three Tournaments, including the World Cup (► p. 14)

Access Custom Mode to create your own League or to formulate your own Cup or Tournament (► p. 14)

Fine tune your skills with a Training session (► p. 14)

Quit FIFA 2001 *Major League Soccer* and return to Windows

Load a previously saved game (► *Saving and Loading* games on p. 18)

QUICK START

Use this section to get to the pitch as quickly as possible. For more detailed information on the various game modes, ► *Setting up the Game* above.

To Quick Start a game:

1. Start the Windows® 95/98 operating system and launch the game (for information on installing and starting the game, please refer to the enclosed Install Guide).
2. The Introductory video sequence begins (press any key to skip the introductory video and proceed to the Main Menu).
3. At the Main Menu, click PLAY NOW.
4. At the Exhibition Team Select screen, select your teams and click FORWARD to proceed.
5. At the Side Select screen, press the Directional button on your controller or Arrow keys on the keyboard to place the controller icon under the Team you wish to play as, then click FORWARD. The game loads and the match begins.

EXHIBITION

In an Exhibition game, match up one team against any other.

To start an Exhibition Game:

1. From the Game Modes screen, select EXHIBITION.
2. At the Exhibition Team Select screen, click the arrow buttons to cycle through the various leagues and teams to select your desired team.
3. When both teams are selected click FORWARD to proceed.
4. At the Exhibition Side Select screen, press the D-pad on your controller or the Arrow key on your keyboard to place the control icon under the Team you wish to play as.
5. When you've selected a side (or, for 2 or more player games, when all players have selected a side), click FORWARD. The game loads and the match begins.

SEASON

Pick your favorite club team from one of 16 available leagues. Play through a full season and try and win the League, the Cup or one of the European cup competitions. Try all three and see if you can win them all!



NOTE: You can play up to three consecutive Seasons with the Team of your choice.

TOURNAMENTS

Play your way through a selection of some of the world's toughest cup competitions in the World Cup, ECC, or EFA Trophy.

CUSTOM

Create your very own custom league or cup.

To create a League with Playoffs:

- Select LEAGUE/PLAYOFF to create your own league stage followed by a Playoff stage. Select the number of groups and how many teams advance from each group into the next stage, as well as various other options. This format can be played with 4, 8, 16, 24, or 32 teams.

To create a League:

- Select LEAGUE ONLY to create your own League structure and choose the participating teams. Create and name your own League featuring either Club or International Teams. You may select from 2-24 teams to play a defined number of matches.

To create a your own customized playoffs:

- Select PLAYOFF to create your own customized Playoffs. Choose teams from any of *FIFA 2001 Major League Soccer's* supported leagues or from a selection of International teams. Playoffs can be played with 4, 8, 16, or 32 teams.



NOTE: Once you have set up your custom League or Cup, click **FORWARD** to proceed to the Custom Team Select screen. Click the arrow buttons to cycle through the various Leagues and Teams and click **ADD TEAM** to add the selected Team to the list. Click **FORWARD** to proceed to the next screen.



NOTE: You can use the Auto Select button to instantly select any remaining teams.

TRAINING

Hone your skills in Training before taking on the big teams in the other modes. Select a team and practice Penalties or Set Pieces. You can also set up and play a Training Match.



CUSTOMIZE

PLAYER EDIT AND TEAM EDIT

Customize player appearance, create a player to excel at his position by customizing eight player skills (e.g. Speed, Shooting, Fitness), change player position, customize the appearance of the uniforms for any team, and create some really outrageous combinations!

➡ To **save changes**, highlight and select the Save Changes icon.

- ❖ If you want to customize players or squads, you must do so before entering a Season or Tournament mode.
- ❖ Click RESET THIS PLAYER to restore current player to default settings.
- ❖ Click on RESET ALL PLAYERS to restore all players to default settings.

PLAYER EDIT

Change the appearance and skills of the players on your team. You can also change the player's name, position, appearance, or adjust his skills to create a player who excels in his position.

TEAM EDIT

Change the appearance of the your team's uniform. You can edit the shirt, shorts, or socks. You can change both the pattern and the colors.

TRADES

The Trades option allows users to trade players with other teams. Each team is allocated a bankroll, based on their actual resources, reputation, and history.

To trade a player from one team to another:

1. Click the arrow buttons to select the teams between which you wish to trade players. The top team is the purchasing team and the bottom team is the selling team.
 2. Click the arrow buttons at the bottom of the screen to scroll through the players in the selected selling team's squad.
 3. Click the SELL PLAYER button to initiate the trade and confirm your choice at the prompt or click BACK to cancel and return to the Customize screen.
- ❖ To undo any trades you've made and return the Database to its original settings, select RESET ALL TRANSFERS.



NOTE: If your team runs out of money, you will need to sell some of your players in order to continue making trades. A team can only appear in the BUY or SELL list, so you must remove your team from the BUY list, add it to the SELL list and sell as many players as you see fit. You can then add your team back to the BUY list, where you can continue to buy players.

SAVING CUSTOMIZED PLAYERS AND SQUADS

Having made changes in the Team Edit, Player Edit or Transfer screens, select **SAVE CHANGES**. The changes are saved and will be automatically loaded each time you start a game of *FIFA 2001 Major League Soccer*.



NOTE: If you want to permanently customize players or squads, you must do so before entering a game mode and save the changes you make.



NOTE: Saved Options are automatically loaded with Customized Player and Squad settings.

TEAM MANAGEMENT

Control every aspect of your team's performance with Team Management.

➤ Access the Team Management screen from the Match Select screen, the Standings screen, the Knock-out screen or the Pause menu.

❖ Any team changes made from a league or cup mode are specific to that tournament and are saved automatically when that league or cup is saved.



NOTE: Changes made in the Pause menu are reset after a game is finished. Changes made in the front-end carry over from game to game.

STARTING LINE-UP

To change the starting line-up or substitute players:

1. Left click on the name of the first player that you wish to swap (the name remains highlighted).
2. Left click on the name of the second player that you wish to swap. The two players are swapped.

PLAYER ATTRIBUTE ABBREVIATIONS		GOAL KEEPER ATTRIBUTE ABBREVIATIONS	
FIT	Fitness	GSK	Goalie Skills
SPD	Speed	GPS	Goalie Positioning
SHT	Shooting	GAG	Goalie Aggression
PSS	Passing		
STR	Strength		
HDR	Header		
BC	Ball Control		
TKL	Tackle		



NOTE: If you are substituting players during a Match, you are limited to choosing players from your starting line-up and subs. From the Starting Line-up screen you can select your initial lineup from a much wider selection of players (including reserves).

IN GAME MANAGEMENT

Use In Game Management to switch formations, and strategy on the fly.

KICK TAKERS

To select a player to kick:

1. Choose the player you want to take the kick and then click on his name.
 2. Click on the player name below the type of kick you want him to make.
- ❖ For Penalty Kicks, you must assign 5 different players.

CUSTOMIZE CAMERAS

Adjust the height and zoom of each in-game camera to fine-tune your view of the action.

To Customize a Camera View:

1. While playing a game, go to the **PAUSE MENU**.
2. Highlight and select **CAMERAS**.
3. Use the arrow toggles to choose the camera you wish to customize. The current settings and the view of the pitch appear.
4. Use the slider bars to adjust the height and zoom of the chosen camera.

➤ Click the **RESTORE SETTINGS** toggle to return the camera to its default settings.

INSTANT REPLAY

Mouse control is required to position the free cam:

- ❖ To zoom in, move the cursor towards the top of the screen, then right-click.
- ❖ To zoom out, move the cursor towards the bottom of the screen, then right-click.
- ❖ To raise the camera, move the cursor to the top of the screen, then left-click.
- ❖ To lower the camera, move the cursor towards the bottom of the screen, then left-click.
- ❖ To rotate the camera left/right, move the cursor to the left or right edge of the screen, then left-click.

OPTIONS

Allows you to change game settings:

GAME OPTIONS	Set half length, weather, substitutions, fatigue, time of day and more.
GAMEPLAY OPTIONS	Select difficulty level, game speed, referee strictness, bookings, offside, injuries and more
VISUAL OPTIONS	Choose camera view, time and score displays, toggle auto replay and visual indicators ON/OFF.
AUDIO OPTIONS	Set volume levels for music, commentary, game sound effects and menu sound effects.
RENDER OPTIONS	Adjust screen size, field and stadium detail, crowd animation, lighting effects and more.

- ❖ Click the arrow buttons to adjust options.
- ❖ Click SAVE SETTINGS to save changes you've made to the various Options, so that they are loaded each time you start the game. Confirm your choice at the prompt.
- ❖ If, having made adjustments at the Options screen, you wish to return all options to their original settings, select RESET TO DEFAULT SETTINGS (and confirm your choice at the prompt).

MULTIPLAYER

Modem, Network, and Serial play can be accessed from the Match Select screen. Select the MULTIPLAYER icon to access these connection options. For further information about Multiplayer games and the Chat feature, please see the enclosed Install Guide.

SAVING AND LOADING GAMES

You can save your *FIFA 2001 Major League Soccer* progress and settings at the completion of any League or Cup match. If you exit the game mode without saving, you lose all progress made during that game-play session.

- ❖ Previously saved games may be loaded at the Game Modes screen.
- ❖ You may save up to 30 games

To Save a *FIFA 2001 Major League Soccer* League or Cup:

1. In the STANDINGS or PLAYOFF screen, after a *FIFA 2001 Major League Soccer* match, select the SAVE GAME icon on the Icon Menu Bar. The SAVE GAME screen appears.
2. Highlight the slot to which you want to save, then select that slot to save your game. The tournament is saved



NOTE: A saved game has its own database. Any changes made to teams from within a saved game stay specific to that saved game and do not alter original settings.

To Load a saved *FIFA 2001 Major League Soccer* League or Cup:

1. From the GAME MODES screen, highlight and select the LOAD GAME icon.
2. Highlight the slot from which you want to load, then select that slot. The selected saved game then loads.

To Save a *FIFA 2001 Major League Soccer* Replay:

1. From the Pause menu, select INSTANT REPLAY.
2. Click on an empty Save Replay Slot and use the keyboard to type in a name for the replay.
3. Press ENTER. A pop-up appears, informing you that the replay has been saved. Click OK to continue.

To Load a saved *FIFA 2001 Major League Soccer* Replay:

1. From the Game Modes screen, select HIGHLIGHTS from the icon menu bar.
2. A list of saved replays is displayed. Click on the name of the replay that you wish to view.

MUSIC CREDITS

"Bodyrock" Performed by Moby

"Power To The Beats" Performed by Utah Saints

"Funky Music (Levent's Funk-o-Rama Short Edit)" Performed by Utah Saints

"We Luv You" Performed by Grand Theft Audio

"Chinese Burn" Performed by Curve

"Fly Away" Performed by The Source



WARRANTY



NEED TECHNICAL SUPPORT? Please see the enclosed Install Guide for technical support information.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

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RETURNS WITHIN 90-DAY WARRANTY PERIOD—Please return the along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for objects not in its possession.

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We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for objects not in its possession.

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

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